THREE.JS

Einführung & Beispiele für three.js | Sören Knöll | Dataviz Challenges April 2013

RENDERER:

HTML 5 canvas, WebGL oder SVG

DAS BESTE ERGEBNIS MIT:

1. Chrome

2. Firefox

BASIC STEPS:

1. scene
2. renderer
3. camera
4. objects | materials


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GERMANY
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imported: $119,232,179
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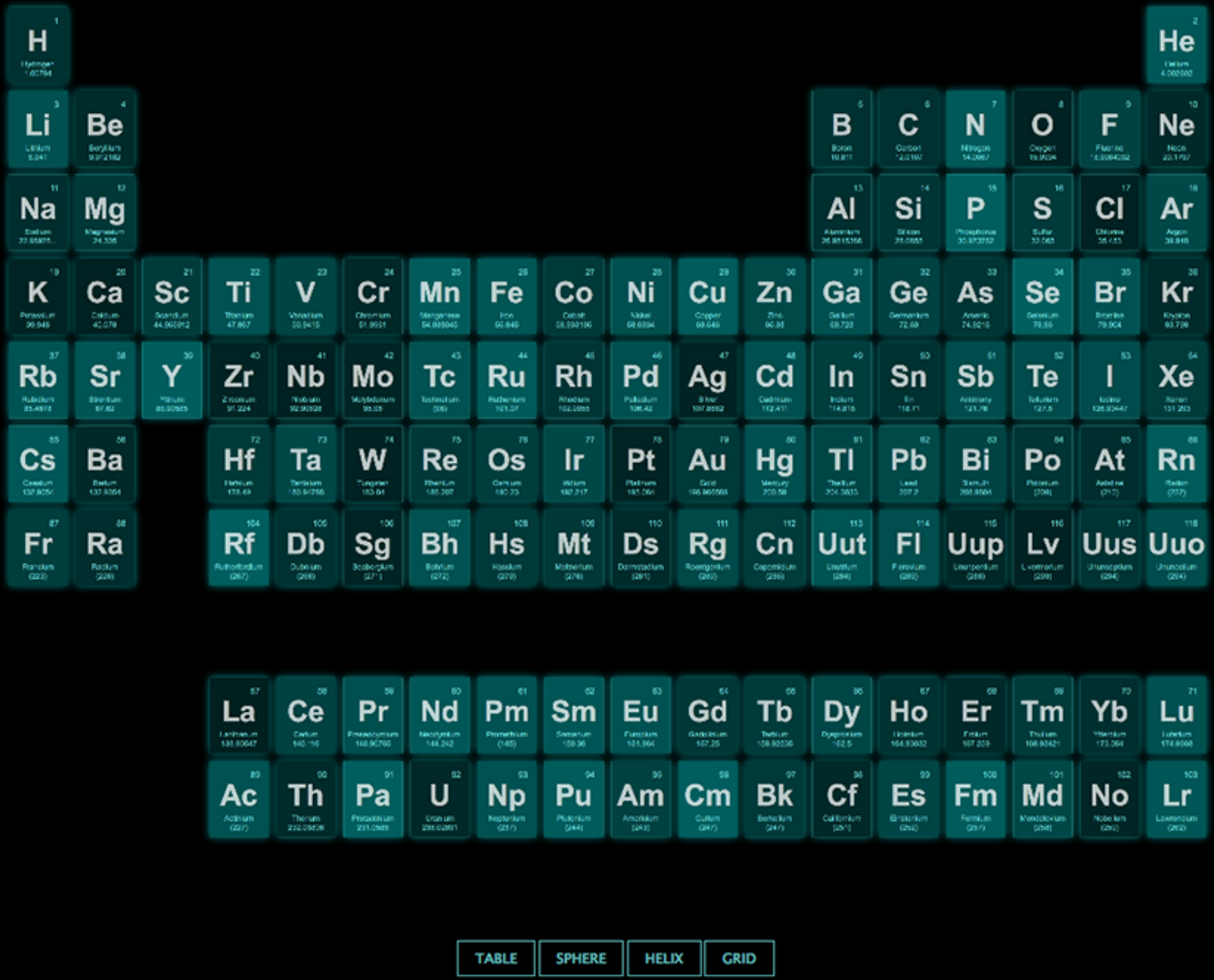
1992 93 94 95 96 97 98 99 2000 01 02 03 04 05 06 07 08 09 2010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MENU

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3. camera

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```
// set the scene size
var WIDTH = 400,
    HEIGHT = 300;

// set some camera attributes
var VIEW_ANGLE = 45,
    ASPECT = WIDTH / HEIGHT,
    NEAR = 0.1,
    FAR = 10000;

// get the DOM element to attach to
// - assume we've got jQuery to hand
var $container = $('#container');

// create a WebGL renderer, camera
// and a scene
var renderer = new THREE.WebGLRenderer();
var camera = new THREE.PerspectiveCamera(  VIEW_ANGLE,
                                ASPECT,
                                NEAR,
                                FAR  );
var scene = new THREE.Scene();

// the camera starts at 0,0,0 so pull it back
camera.position.z = 300;

// start the renderer
renderer.setSize(WIDTH, HEIGHT);

// attach the render-supplied DOM element
$container.append(renderer.domElement);

// create the sphere's material
var sphereMaterial = new THREE.MeshLambertMaterial(
{
    color: 0xCC0000
});

// set up the sphere vars
var radius = 50, segments = 16, rings = 16;

// create a new mesh with sphere geometry -
// we will cover the sphereMaterial next!
var sphere = new THREE.Mesh(
   new THREE.SphereGeometry(radius, segments, rings),
   sphereMaterial);

// add the sphere to the scene
scene.add(sphere);

// and the camera
scene.add(camera);

// create a point light
var pointLight = new THREE.PointLight( 0xFFFFFF );

// set its position
pointLight.position.x = 10;
pointLight.position.y = 50;
pointLight.position.z = 130;

// add to the scene
scene.add(pointLight);

// draw!
renderer.render(scene, camera);
```

INTERESSANT & HILFREICH

www.mrdoob.com

www.alteredqualia.com

EXPLIZIT

http://mrdoob.github.com/three.js

www.github.com/mrdoob/three.js/issues

www.aerotwist.com/tutorials/getting-started-with-three-js